

Amendments to the claims:

This listing of claims replaces all prior versions and listings of the claims in the application.

In the claims:

Please amend the claims as follows:

Listing of Claims:

1. (Currently amended) A system, comprising:  
a unit to generate an interactive 3-D electronic programming guide (EPG) selecting at least one of a plurality of objects stored at a user's location; and  
a communication module coupled to a network to receive localized content, the localized content targeted to a particular locality.
2. (Previously presented) The system of claim 1 wherein the system comprises a set-top box, a television, or a VCR.
3. (Previously presented) The system of claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.
4. (Previously presented) The system of claim 1 wherein a memory in the system contains said at least one of plurality of objects associated with current programming events, a first class of objects providing plurality of virtual worlds included in the 3-D EPG.
5. (Previously presented) The system of claim 4 wherein the memory in the system includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

6. (Previously presented) The system of claim 5 wherein the second set of objects includes said localized content.
7. The system of claim 4 wherein the memory in the system includes a third set of non-EPG objects including objects used for e-commerce which correspond to programming events.
8. (Previously presented) The system of claim 1 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.
9. (Previously presented) The system of claim 8 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
10. (Previously presented) The system of claim 7 wherein content of the third set of non-EPG objects is uploaded in real time.
11. (Original) The system of claim 10 further including a user interface for a user to interact with the localized interactive content of the 3D EPG.
12. (Currently amended) A method, comprising:  
generating an interactive 3-D electronic programming guide (EPG) selecting at least one of a plurality of objects stored at a location local to a user; and  
providing a communication module coupled to a network to receive localized content, the localized content targeted to a particular locality.
13. (Previously presented) The method of claim 12 further including storing in a memory said at least one of a plurality of objects, wherein said at least one of a plurality of objects is associated with current programming events.
14. (Previously presented) The method of claim 13 performed by a set-top box, a television system, or a VCR.

15. (Previously presented) The method of claim 13 wherein the plurality of objects includes a first set of objects providing plurality of virtual worlds included in the 3-D EPG.

16. (Previously presented) The method of claim 15 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

17. (Previously presented) The method of claim 16 wherein the second set of objects includes said localized content.

18. (Previously presented) The method of claim 17 wherein the plurality of objects includes a third set of non-EPG objects including objects used for e-commerce.

19. (Previously presented) The method of claim 18 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.

20. (Previously presented) The method of claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

21. (Previously presented) The method of claim 20 further including uploading content of the third set of non-EPG objects in real time.

22. (Original) The method of claim 21 providing a user interface coupled to the EPG for a user to interact with the localized interactive content.

23. (Currently amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

generating an interactive 3-D electronic programming guide (EPG) selecting at least one of a plurality of objects stored at a user's location; and

providing a communication module coupled to a network to receive localized content, the localized content targeted to a particular locality.

24. (Previously presented) The machine-readable storage medium of claim 23 stored in a set-top box, a television, or a VCR.

25. (Previously presented) The machine-readable storage medium of claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

26. (Previously presented) The machine-readable storage medium of claim 24 further including instructions to provide said at least one of a plurality of objects associated with current programming events, including a first class of objects providing plurality of virtual worlds included in the 3-D EPG.

27. (Previously presented) The machine-readable storage medium of claim 26 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

28. (Previously presented) The machine-readable storage medium of claim 27 wherein the memory in the system includes a third set of non-EPG objects including objects used for e-commerce.

29. (Previously presented) The machine-readable storage medium of claim 28 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.

30. (Previously presented) The machine-readable storage medium of claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

31. (Previously amended) The machine-readable storage medium of claim 30 wherein a user of the system chooses a virtual world to display programming information.

32. (Previously presented) The machine-readable storage medium of claim 28 wherein the second set of objects includes said localized content.

33. (Previously presented) The machine-readable storage medium of claim 32 wherein content of the third set of non-EPG objects is uploaded in real time.

34. (Previously presented) The machine-readable storage medium of claim 33 further including a user interface for a user to interact with the localized interactive content of the 3D EPG.